

Title: Flight Pilot Simulator 3D!

Version: 1.3.7 (one)

Publisher: Fun Games for Free

Target Audience: The target audience for this app is for ages four and up which is an appropriate age to start off with. The type of software is simulation because it gives the user a real-world situation that they must find a solution to and the app simulates the user flying a plane.

Curriculum: This could fit into the curriculum of science or social studies due to the fact that it is both a real situation and occupation. It could teach students the different parts of the plane, what exactly a pilot does, and what happens when there is an emergency. It could also be used as a type of reward system where students are allowed to play with the app after they have finished all of their other work.

Environment: This app could be used in the regular classroom as a reward system or it could be used at home in the same type of way. When school and home are intertwined in terms of discipline systems, then it takes away the confusion from the child. If the student views this game as both a way to learn and to have fun, then it will build their interest as they continue to play with it.

Cost: The app is free to download without a paid version because there are so many in-app purchases the developer does not have a monthly payment method set-up. There are also no costs for different licenses available since it is a free app and does not fall under the education category. There are in-app purchases that the user can obtain such as buying more coins in order to play more games for various amounts of money or the user can buy bigger and better planes than the default for various amounts of money as well.

Description of Software: This software is a simulation of what a pilot sees and does when they are flying a plane. It allows students to apply the throttle in order to make the plane go faster and the student actually holds the iPad itself like a steering wheel and moves the plane where it needs to go. There are checkpoints that the students fly through and there are also various missions the students can select to play in. There is a life-saving mission where they go rescue a stranded civilian and there is also a practice mode where they can just get the hang of the program.

Impression of Software: My impression of the software is a good one because the app is well made in terms of peaking a student's interest. I could see this software being used in my class more as a reward type of incentive for my students because it would be challenging to incorporate it into the curriculum. The good aspects of the app in terms of what was well done is that the screen design was good, and the sound effects were used effectively. A couple bad aspects of the app includes the screen flipping after you have started a mission, so the user has to flip the iPad upside down and there are also a lot of ads within the app.

Pass: This software passes the education software evaluation form because it is a well-made app that would hold student's interest and keep them entertained.